

EmuMovies

Beavis & Butt-head™ ©1998 MTV Networks. All Rights Reserved "MTV Music Television", "Beavis and Butt-head" and all related logos, titles and characters are trademarks owned and licensed for use by MTV Networks, a division of Viacom International Inc. Beavis and Butt-head created by Mike Judge. Software ©1998 GT Interactive Software Corp. Published and Distributed by GT Interactive Software Corp. GT is a trademark and the GT Logo is a registered trademark of GT Interactive Software. Created by Torus Games under license from GT Interactive Software Corp. under sublicense from MTV Networks, a division of Viacom International Inc. All other trademarks are property of their respective companies.

Printed in Japan

Nintendo

GAME BOY

MTV's
MUSIC TELEVISION

BEAVIS AND BUTT-HEAD™

DMG-AVIE-USA

GT Interactive
Software

EVERYONE
E
CONTENT RATED BY
ESRB

Created by
MIKE JUDGE

INSTRUCTION BOOKLET

WARNING: Please read the enclosed consumer information and precautions booklet carefully before using your Nintendo® hardware system or game pak.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.

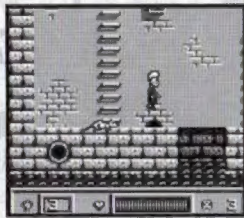
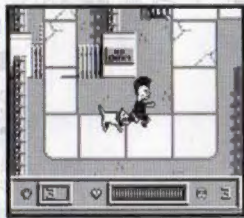
Contents

Story	2
Overview	3
Controls	3
Enemies	4
Items in the game	7
Credits	8
Technical Support	9



Story

Beavis and Butt-head have always wanted to join Todd's gang, and now's their chance! If they can just bust Todd out of jail, he'll be so impressed he'll have to let them join. All Beavis and Butt-head have to do is sneak out of school, outrun the vicious dogs and rabid squirrels, run through the sewer, sneak past Todd's thugs, kill a bunch of cockroaches . . . uh, this is going to be harder than they thought.

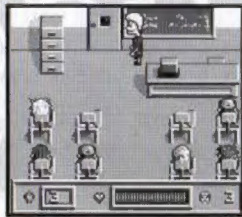


Overview

You've got to guide Beavis and Butt-head (one at a time) through dangerous mazes loaded with hazards and help them make it past their enemies without getting too beat up. If you survive all nine levels and get Todd out of jail, then he just might let Beavis and Butt-head join his gang.

Controls

- A Button - Use selected item
- B Button - Use weapon
- Select Item (In inventory screen)
- Jump (In sewers only)
- Select - Open inventory screen
- Start - Start or pause the game
- ↑ - Grab onto a ladder (In sewers only)



Enemies

Beavis and Butt-head have plenty of enemies. Some dislike the boys for specific reasons. . . others just hate them based on instinct. When enemies come close, you can either dodge them or hit them with whatever weapon you're packing at the time.

Students: You'll find other students everywhere, in the halls, in the gym, even outside in the playground. If they touch you, they'll do damage. The spitball weapon is good for keeping them at a safe distance; hit a student enough times with any weapon and you'll make him disappear.

Mrs. Dickie: She's waiting near the teachers' lounge to send Beavis back to detention. You can't sneak past her . . . you've got to convince her to let you by.

Mr. Van Driessen: He's inside the teachers' lounge. If only there were some way to distract him . . .

Mr. Buzzcut: Buzzcut hangs around the gym, waiting to force you into a game of dodgeball. If he does, keep moving . . . Buzzcut throws hard enough to do damage!

Principal McVicker: The principal isn't as dangerous as you'd think. Just do what he says and he'll let you pass.

Todd's Thugs: Members of Todd's gang are roaming all over town. Watch out for them—they're fast and they do a lot of damage.

Groundskeeper: He's harmless . . . unless you make him mad.

Store Clerk: He doesn't take kindly to loitering . . . and he's got a great batting average.

Tennis Players: Watch out for flying tennis balls.

Squirrels: The park is crawling with these rabid little critters.

Birds:

They're fast and vicious, but here's a hint: they like to attack diagonally.

Dogs:

These puppies are fast, but they only run left and right. If you find a bone, select it from your inventory and dogs will sit down harmlessly when they catch you. But remember, one bone will only save you three times!

Rats:

Jump on these to kill them in the sewer . . . just shoot them everywhere else.

Spiders:

These are some big spiders! They hang out in the sewers. Timing is everything!

Cockroaches:

Step on them!

Items in the Game

Soda Can	Four health points when you pick it up
Nachos	Eight health points you can use when you need them
TV	Extra life
Crowbar	Lets Beavis open the manhole (level 2 only)
Magazine	Makes Butt-head invincible for a short time
Coffee	Transforms Beavis into Cornholio
Spitball	An effective little weapon
Tomatoes	Another nifty little weapon
Bones	Select a bone from your inventory and dogs won't bite you. Each bone will protect you from three dog bites
Coins	Useful for buying stuff and playing video games

Torus Games

Torus Producer	Bill McIntosh
Lead Programmer	Matt Ellison
Support Programming	Julian Bucur
	Chris Hancock
	Peter Suwara
Graphic Art	Jeremy
	Mark Warhurst
Support Artist	Andrew McIntosh
Music	Justin Muir
Special Thanks	Martin Korth

GT Interactive

Producer	Nathan Rose
Assistant Producer	Jamal Jennings
Director of Marketing	Evan Stein
Director of Online Marketing	Ken Gold
Assistant Product Manager	Phil Tucker
Media Specialist	Christina Kerzner
Marketing Specialist	Alan DiMatteo
Director, Creative Services	Leslie Mills
Creative Director	Vic Merritt
Sr. Graphic Designer	Michael Morris
Art/Traffic Manager	Liz Fierro
Graphic Designer	Lesley Zinn
Graphic Artist	Jill Pomper
Manual Editor	Peter Wilcher

Credits

Director of Product	
Development Services	Mary Steer
QA Manager	Steve Knopf
Test Lead	Jeff Oviatt
Testers	Keith Moran
	Mara D Smith
	Darin Cottle
	Doug Price
	Jen Press
Special Thanks	Peter Anthony Chiodo

Licensed by MTV Networks

Manager, Interactive	Tony Calandra
MTV Executive Producer	Allie Eberhardt
MTV Producer	Tony Calandra
MTV Creative	
Consultants	Kristofor Brown
	David Felton
	Mike Judge
	Nick Lihwinko
MTV Standards and Practices	Dr. Thomas Shea
MTV Legal Affairs	Beth Matthews

MTV would like to thank:

Mary Frances Budig, George Eichen, Matt Farber, Rick Holzman, Jessica Jarrett, Mike Judge, Judith McGrath, David Milch, Abby Terkule, Van Toffler, Paige Wolfson, Marcia Zellers

Beavis and Butt-head created by Mike Judge

Technical Support

TECHNICAL SUPPORT U.S. & CANADA

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at: <http://www.gtiisonline.com>, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at 425-398-3074. We have an Interactive Voice Response and faxback system that is available twenty-four hours a day, seven days a week. This automated support which will include information from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if these type items exist and are made available for this particular product. If you should need live support, we are available Monday through Friday, 7:30 AM until 7:30 PM (PST). Please note that live Tech Support may be closed on major holidays. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.

Product Return Procedures In The United States & Canada

If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., you must call our technicians at 425-398-3074. If they determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)



Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GT Interactive Software will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GT Interactive Software will replace the product storage medium for a nominal fee.

If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

TECHNICAL SUPPORT EUROPE

Technical Support (Europe)

Technical Assistance: English speaking customers call 01923 209145

Assistance Technique: Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le 00 44 1923 209148

Technischer Kundendienst: Beachten Sie bitte, dass sich unser technischer Kundendienst in England befindet. Den deutschsprachigen Kundendienst erreichen Sie unter folgender Nummer: 00 44 1923 209151

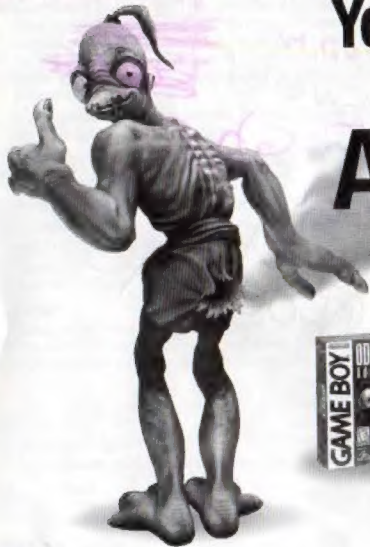
Other

Please do not make unauthorized copies. The program you've purchased was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIRS or write:

Software Publishers Association
1101 Connecticut Ave., Suite 901
NW Washington, DC 20036

This program is protected by United States Federal and International copyright laws.
All trademarks mentioned in this manual are the property of their respective owners.





You Can't Take Abe Anywhere...

(unless you've got a Game Boy® :)



END-USER LICENSE AGREEMENT

PLEASE READ CAREFULLY BY USING OR INSTALLING THIS SOFTWARE, OR BY PLACING OR COPYING THIS SOFTWARE ON YOUR COMPUTER HARDWARE, COMPUTER RAM OR OTHER STORAGE MEDIUM, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE PRODUCT IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT.

1. License. The software accompanying this license (the "Software") and the related documentation are licensed to you by us and are subject to this license. If the Software is configured for loading onto a hard drive, you may so load the Software only onto the hard drive of a single computer and run the Software off only that hard drive. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. If there is an editor incorporated into the Software, this license is also subject to Section 8 below. You agree that the Software will not be shipped, transferred or exported into any country in violation of the U.S. Export Administration Act (or any other law governing such matters) by you or anyone at your direction and that you will not utilize and will not authorize anyone to utilize, in any other manner, the Software in violation of any applicable law. The Software may not be downloaded or otherwise exported or reexported into (or to a national or resident of) any country to which the U.S. has embargoed goods or to anyone or into any country who/which are prohibited by applicable law, from receiving such property.
 2. Restrictions. The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify reverse engineer, publicly display, prepare derivative works based on the Software (except as permitted in Section 8, below), disassemble or otherwise reproduce the Software. You may not rent, sell, lease, sublicense or distribute the Software. You may not offer the Software on a pay-per-play basis or otherwise commercially exploit the Software or use the Software for any commercial purpose. You may not electronically transmit the Software from one computer to another or over a network.
 3. Termination. This license is effective until terminated. You may terminate this license at any time by destroying the Software and related documentation. This license will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.
 4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS". Unless otherwise provided by applicable law, GT Interactive Software Corp. ("GT") warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. GT EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.
 5. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL GT OR ITS OFFICERS, EMPLOYEES, DIRECTORS, AGENTS, LICENSEES, SUBLICENSEE OR ASSIGNS BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF SUCH PARTIES HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.
 6. Controlling Law and Severability. This license shall be governed by and construed in accordance with the laws of the State of New York, USA. Exclusive venue for all litigation shall be in New York, New York. If any provision of this license is unenforceable, the rest of it shall remain in effect.
 7. Complete Agreement. This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.
 8. Editor and End-user Variations.
 - (a) The Software may include an "Editor". An "Editor" is a feature which allows you to modify the Software or to construct new variations for use with it. These modifications and variations can be both playable and non-playable. An Editor includes its associated tools and utilities. An Editor is NOT shareware. You may not freely distribute it to any BBS, CD, floppy or any other media. You may not sell it or repackaging it for sale.
 - (b) Using the Editor, you may create modifications or enhancements to the Software, including the construction of new levels (collectively referred to as "Variations"), subject to the following restrictions:
 - i. Your Variations must only work with the full, registered copy of the Software, not independently or with any other software.
 - ii. Your Variations must not contain modifications to any executable file.
 - iii. Your Variations must not contain any libelous, defamatory, or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contains any trademarks, copyright-protected work, or other recognizable property of third parties.
 - iv. At least once in every online description and with reasonable duration on the opening screen, your Variations must prominently identify (i) the names and email addresses of its creators, and (ii) the words "THIS LEVEL IS NOT MADE BY OR SUPPORTED BY GT Interactive Software Corp., The WizardWorks Group, Inc., or any of such parties affiliates and subsidiaries."
 - v. Your Variations must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them. You may exchange them at no charge among other end-users.
 - vi. By distributing or permitting the distribution of any of your Variations, you hereby give back to GT an irrevocable, worldwide, royalty-free right to use and distribute them by any means.
 - vii. The prohibitions and restrictions in this section apply to anyone in possession of the Software or any of your Variations.
 - (c) Copyright. The Software and all copyrights, trademarks and all other conceivable intellectual property rights related to the Software are owned by GT or its licensors and are protected by United States copyright laws, international treaty provisions and all applicable law, such as the Lanham Act. You must treat the Software like any other copyrighted material, as required by 17 U.S.C. section 101 et seq. and other applicable law. You agree that you are receiving a copy of the Software by license only and not by sale and that the "first sale" doctrine of 17 U.S.C. section 109 does not apply to your receipt or use of the Software.
- Please do not make unauthorized copies. The program you are using was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for other who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PHSE or write: Software Publishers Association, 1101 Connecticut Ave., Suite 901, NW Washington, DC 20036.
- This program is protected by United States federal and international copyright laws. All trademarks mentioned in this manual are the property of their respective owners. YOU MAY NOT DISTRIBUTE THIS VERSION OF THE SOFTWARE.